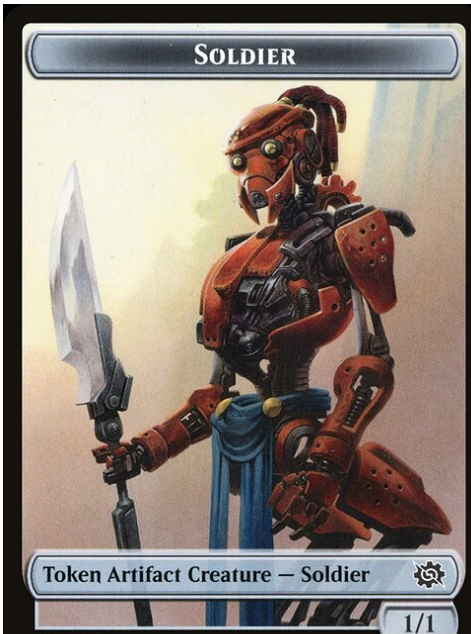
Soldier



Token Artifact Creature — Soldier

1/1

009/012 T
BRO • EN ✒ Kev Walker
™ & © 2022 Wizards of the Coast

Soldier

Token Artifact Creature — Soldier

1/1

009/012 T
BRO • EN ✒ Kev Walker
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Human Soldier

Token Creature — Human Soldier

1/1

T 0003
INR • EN ✒ Deruchenko Alexander
™ & © 2025 Wizards of the Coast

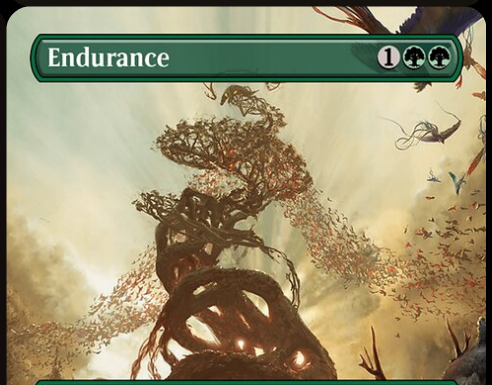
Human Soldier

Token Creature — Human Soldier

1/1

T 0003
INR • EN ✒ Deruchenko Alexander
™ & © 2025 Wizards of the Coast

Endurance {1}{G}{G}



Creature — Elemental Incarnation

Flash
Reach
When Endurance enters the battlefield, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.
Evoke—Exile a green card from your hand.

3/4

M 0053 MH3 Special Guest
SPG ★ EN ✒ Campbell White
™ & © 2024 Wizards of the Coast

Charitable Levy 1

Enchantment

Noncreature spells cost {1} more to cast.
Whenever a player casts a noncreature spell, put a collection counter on Charitable Levy. Then if there are three or more collection counters on it, sacrifice it. If you do, draw a card, then you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.

Ilias, Eli Mineya
™ & © 2024 Wizards of the Coast 390

Dungeon of the Mad Mage

Yawning Portal You gain 1 life.

Dungeon Level Scry 1.

Goblin Bazaar Create a Treasure token.

Twisted Caverns Target creature can't attack until your next turn.

Lost Level Scry 2.

Runestone Caverns Exile the top two cards of your library. You may play them.

Muiral's Graveyard Create two 1/1 black Skeleton creature tokens.

Deep Mines Scry 3.

Mad Wizard's Lair Draw three cards and reveal them. You may cast one of them without paying its mana cost.

020 T
AFR • EN
™ & © 2021 Wizards of the Coast

Lost Mine of Phandelver

Cave Entrance Scry 1.

Goblin Lair Create a 1/1 red Goblin creature token.

Mine Tunnels Create a Treasure token.

Storeroom Put a +1/+1 counter on target creature.

Dark Pool Each opponent loses 1 life and you gain 1 life.

Fungi Cavern Target creature gets -4/-0 until your next turn.

Temple of Dumathoin Draw a card.

021 T
AFR • EN
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Tomb of Annihilation

Trapped Entry Each player loses 1 life.

Veils of Fear Each player loses 2 life unless they discard a card.

Oubliette Discard a card and sacrifice an artifact, a creature, and a land.

Sandfall Cell Each player loses 2 life unless they sacrifice an artifact, a creature, or a land.

Cradle of the Death God Create The Atropal, a legendary 4/4 black God Horror creature token with deathtouch.

022 T
AFR • EN
™ & © 2021 Wizards of the Coast

Ellywick Tumblestrum

Legendary Planeswalker — Ellywick

+1: Venture into the dungeon. *(Enter the first room or advance to the next room.)*

−2: Look at the top six cards of your library. You may reveal a creature card from among them and put it into your hand. If it's legendary, you gain 3 life. Put the rest on the bottom of your library in a random order.

−7: You get an emblem with "Creatures you control have trample and haste and get +2/+2 for each differently named dungeon you've completed."

4

181/281 M
AFR ★ EN Anna Steinbauer
™ & © 2021 Wizards of the Coast

Deathrite Shaman

Creature — Elf Shaman

: Exile target land card from a graveyard. Add one mana of any color.

, : Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.

, : Exile target creature card from a graveyard. You gain 2 life.

Illus. Steve Argyle
™ & © 2024 Wizards of the Coast 363
1/2

Solitude

3

Creature — Elemental Incarnation

Flash

Lifelink

When Solitude enters the battlefield, exile up to one other target creature. That creature's controller gains life equal to its power.

Evoke—Exile a white card from your hand.

Illus. Evan Shipard
™ & © 2024 Wizards of the Coast 3
3/2

Forest

Basic Land — Forest

R 1403
SLD • EN JungShan
™ & © 2023 Wizards of the Coast

Forest

Basic Land — Forest

R 1403
SLD • EN JungShan
™ & © 2023 Wizards of the Coast

Forest

Basic Land — Forest

R 1403
SLD • EN JungShan
™ & © 2023 Wizards of the Coast

Mentor of the Meek

2

Creature — Human Soldier

Whenever another creature you control with power 2 or less enters, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

Illus. Jana Schirmer & Johannes Voss
™ & © 2025 Wizards of the Coast 345
2/2

Flagstones of Trokair

Legendary Land

: Add to your mana pool.

When Flagstones of Trokair is put into a graveyard from play, you may search your library for a Plains card and put it into play tapped. If you do, shuffle your library.

Dust-spiked winds eroded the stones, but the ground where they had stood still holds power.

Rob Alexander
™ & © 1993–2006 Wizards of the Coast, Inc. 272/301

Emeria, the Sky Ruin

Land

Emeria, the Sky Ruin enters the battlefield tapped.

At the beginning of your upkeep, if you control seven or more Plains, you may return target creature card from your graveyard to the battlefield.

: Add to your mana pool.

Jaime Jones
™ & © 1993–2009 Wizards of the Coast LLC 213/249

Noble Hierarch

Creature — Human Druid

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

{T}: Add {G}, {W}, or {U} to your mana pool.

She protects the sacred groves from blight, drought, and the Unbeholden.

0/1

Mark Zug

™ & © 1993-2009 Wizards of the Coast, Inc. 87/145

Plains

Basic Land — Plains

R 1399
SLD • EN JungShan

™ & © 2023 Wizards of the Coast

Plains

Basic Land — Plains

R 1399
SLD • EN JungShan

™ & © 2023 Wizards of the Coast

Plains

Basic Land — Plains

R 1399
SLD • EN JungShan

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Plains

Basic Land — Plains

R 1399
SLD • EN JungShan

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Plains

Basic Land — Plains

R 1399
SLD • EN JungShan

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Plains

Basic Land — Plains

R 1399
SLD • EN JungShan

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Recruitment Officer

Creature — Human Soldier

{3}{W}: Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

2/1

007 P Game Day
GDY • EN Zoltan Boros

™ & © 2022 Wizards of the Coast

Adanto Vanguard

{1}{W}

Creature — Vampire Soldier

As long as Adanto Vanguard is attacking, it gets +2/+0.

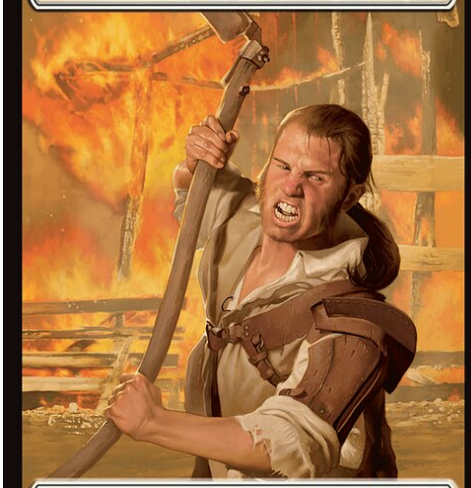
Pay 4 life: Adanto Vanguard gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

1/1

001/279 U
XLN • EN Anna Steinbauer

™ & © 2017 Wizards of the Coast

Human



Token Creature — Human

1/1

T 0002
INR • EN • John Stanko
™ & © 2025 Wizards of the Coast

Castle Ardenvale

Land

Castle Ardenvale enters the battlefield tapped unless you control a Plains.

{T}: Add {W}.

{2}{W}{W}, {T}: Create a 1/1 white Human creature token.

Without Ardenvale's loyalty, the realm would greedily devour itself.

238/269 R
ELD • EN • Volkan Baga
™ & © 2019 Wizards of the Coast

Dryad Arbor

Land Creature — Forest Dryad

(Dryad Arbor isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G} to your mana pool.")

Dryad Arbor is green.

"Touch no tree, break no branch, and speak only the question you wish answered."
—Von Yomm, elder druid, to her initiates

Eric Fortune

1/1

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Constable of the Realm {4}{W}

Creature — Giant Soldier

Renown 2 *(When this creature deals combat damage to a player, if it isn't renowned, put two +1/+1 counters on it and it becomes renowned.)*

Whenever one or more +1/+1 counters are put on Constable of the Realm, exile up to one other target nonland permanent until Constable of the Realm leaves the battlefield.

3/3

U 0179
MOC • EN • Alexander Mokhov
™ & © 2023 Wizards of the Coast

The Monarch

At the beginning of your end step, draw a card.

Whenever a creature deals combat damage to you, its controller becomes the monarch.

H 0012
ECC • EN • Volkan Baga
™ & © 2026 Wizards of the Coast

Protector of the Crown {5}{W}

Creature — Giant Soldier

When Protector of the Crown enters the battlefield, you become the monarch.

All damage that would be dealt to you is dealt to Protector of the Crown instead.

"I gladly offer my weapon and my life to the glory of my sovereign."

2/5

021/221 R
CN2 • EN • Iohannes Voss
™ & © 2016 Wizards of the Coast

The Wind Crystal {2}{W}{W}

Legendary Artifact

White spells you cast cost {1} less to cast.

If you would gain life, you gain twice that much life instead.

{4}{W}{W}, {T}: Creatures you control gain flying and lifelink until end of turn.

"I give unto you the last of my light, and with it, the last hope of a fading world."

R 0043 FFIII
FIN • EN • Pablo Mendoza
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Avacyn's Pilgrim {G}

1/1

P 0001 Festival
PRM • EN • Mark Zug
™ & © 2025 Wizards of the Coast

Shifting Woodland

Land

Shifting Woodland enters the battlefield tapped unless you control a Forest.

{T}: Add {G}.

Delirium — {2}{G}{G}: Shifting Woodland becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.

R 0228
MH3 • EN • Iosu Hernaiz
™ & © 2024 Wizards of the Coast

Birds of Paradise

Creature — Bird

Flying

{T}: Add one mana of any color.

Sages whisper of an undiscovered natural paradise, a tropical island unspoiled by war.

Illus. Mark Poole
™ & © 2023 Wizards of the Coast 336

0/1

Deftblade Elite

Creature — Soldier

Provoke *(When this attacks, you may have target creature defending player controls untap and block it if able.)*

{1}{R}: Prevent all combat damage that would be dealt to and dealt by Deftblade Elite this turn.

Illus. Alan Pollack
™ & © 1993–2003 Wizards of the Coast, Inc. 12/145

1/1

Giver of Runes

Creature — Kor Cleric

{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

She provides marks of protection to those she chooses as family.

Illus. Seb McKinnon
™ & © 2021 Wizards of the Coast 3/40

1/2

Condemn

Instant

Put target attacking creature on the bottom of its owner's library. Its controller gains life equal to its toughness.

"No doubt the arbiters would put you away, after all the documents are signed. But I will have justice now."
—Alovnek, Boros guildmage

Illus. Daren Bader
™ & © 2024 Wizards of the Coast 304

Aegis of the Gods

{1}{W}

Enchantment Creature — Human Soldier

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

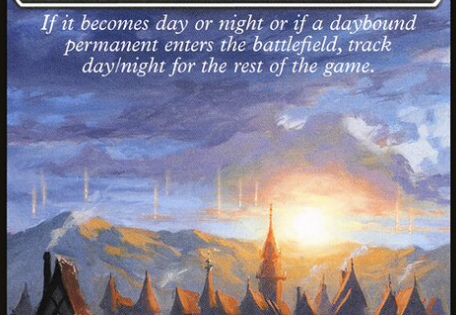
Athreos cares little for the other gods' conflict with mortals. He is concerned only with safe passage for the dead.

2/1

Yefim Kligerman
™ & © 2014 Wizards of the Coast 1/165

Day

If it becomes day or night or if a daybound permanent enters the battlefield, track day/night for the rest of the game.

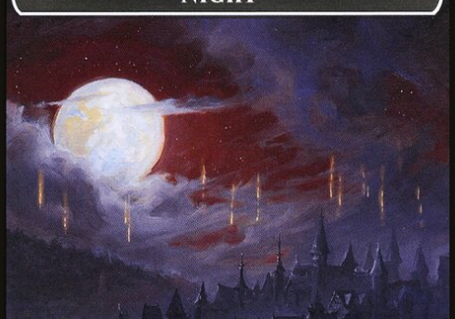


As it becomes day, transform all nightbound permanents.

If a player casts no spells during their own turn, it becomes night next turn.

021/021 H
VOW • EN ► Johan Grenier
™ & © 2021 Wizards of the Coast

Night



As it becomes night, transform all daybound permanents.

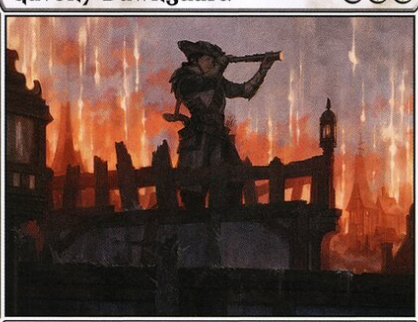
Permanents enter the battlefield nightbound.

If a player casts at least two spells during their own turn, it becomes day next turn.

021/021 H
VOW • EN ► Johan Grenier
™ & © 2021 Wizards of the Coast

Gavony Dawnguard

{1}{W}{W}



Creature — Human Soldier

Ward {1}

If it's neither day nor night, it becomes day as Gavony Dawnguard enters the battlefield.

Whenever day becomes night or night becomes day, look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in any order.

3/3

020/277 U
MID • EN ► Micah Epstein
™ & © 2021 Wizards of the Coast

Sigarda, Heron's Grace

{3}{G}{W}

Legendary Creature — Angel

Flying

You and Humans you control have hexproof.

{2}, Exile a card from your graveyard: Put a 1/1 white Human Soldier creature token onto the battlefield.

4/5

250/297 M
SOI • EN ► Chris Rahn
™ & © 2016 Wizards of the Coast

Declaration in Stone — {1}{B}

Sorcery

Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way.

The message was clear to Sorin—Nahiri had paid Markov Manor a visit.

012/297 R
SOI • EN
Tyler Jacobson
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Warrior

Token Creature — Warrior

Vigilance

1/1

017/025 T
AKH • EN
Magali Villeneuve
™ & © 2017 Wizards of the Coast

Oketra's Monument — 3

Legendary Artifact

White creature spells you cast cost {1} less to cast.

Whenever you cast a creature spell, create a 1/1 white Warrior creature token with vigilance.

"The worthy shall respect the worthy. In the afterlife, all will stand united."
—Monument inscription

233/269 U
AKH • EN
Christine Choi
™ & © 2017 Wizards of the Coast

Defiler of Faith — 3{W}{W}

Creature — Phyrexian Human

Vigilance

As an additional cost to cast white permanent spells, you may pay 2 life. Those spells cost {W} less to cast if you paid life this way. This effect reduces only the amount of white mana you pay.

Whenever you cast a white permanent spell, create a 1/1 white Soldier creature token.

5/5

016/281 R
DMU • EN
Magali Villeneuve
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Esper Sentinel — {W}

Artifact Creature — Human Soldier

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is Esper Sentinel's power.

The more Esper changes, the more he refuses to.

Titus, Eric Deschamps
™ & © 2024 Wizards of the Coast 2

1/1

Loyal Sentry — {W}

Creature — Human Soldier

When Loyal Sentry blocks a creature, destroy that creature and Loyal Sentry.

"My cause is simple: To stop you, at any cost, from ever seeing the inside of this keep."

Michael Sutfin
™ & © 1993–2007 Wizards of the Coast, Inc. 27/383

1/1

Delighted Halfling — {G}

Creature — Halfling Citizen

{T}: Add {C}.

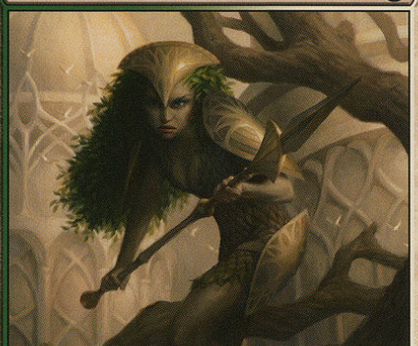
{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.

There were toys the Hobbit-children had never seen before, all beautiful, and some obviously magical.

1/2

R 0158
LTR • EN
Inka Schulz
™ & © 2023 Wizards of the Coast

Dryad Militant — {G}{W}



Creature — Dryad Soldier

If an instant or sorcery card would be put into a graveyard from anywhere, exile it instead.

Ryan Pancoast
™ & © 2012 Wizards of the Coast 214/274 Game Day

2/1

Reveillark — 4{W}

Creature — Elemental

Flying

When Reveillark leaves the battlefield, return up to two target creature cards with power 2 or less from your graveyard to the battlefield.

Evoke {5}{W} *(You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters the battlefield.)*

Jim Murray
™ & © 2013 Wizards of the Coast 26/229

4/3

Kjeldoran Outpost

Land

When Kjeldoran Outpost comes into play, sacrifice a plains or bury Kjeldoran Outpost.
{T}: Add {W} to your mana pool.
{1}{W}, {T}: Put a Soldier token into play. Treat this token as a 1/1 white creature.

Illus. Jeff A. Menges
© 1996 Wizards of the Coast, Inc. All rights reserved.

Green Sun's Zenith

{X}{G}

Sorcery

Search your library for a green creature card with converted mana cost X or less, put it onto the battlefield, then shuffle your library. Shuffle Green Sun's Zenith into its owner's library.

As the green sun crowned, Phyrexian prophecies glowed on the Tree of Tales.

David Rapoza
™ & © 1993–2011 Wizards of the Coast LLC 81/155

Ranger-Captain of Eos

1{W}{W}

Creature — Human Soldier Ranger

When Ranger-Captain of Eos enters the battlefield, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.

Sacrifice Ranger-Captain of Eos: Your opponents can't cast noncreature spells this turn.

Illus. Ryan Pancoast
™ & © 2021 Wizards of the Coast 5/40

3/3

Thalia, Heretic Cathar

2{W}

Legendary Creature — Human Soldier

First strike

Creatures and nonbasic lands your opponents control enter tapped.

"Salvation will not be granted by the Lunarch Council. It must be earned—at the edge of a sword, if necessary."

Illus. Magali Villeneuve
™ & © 2025 Wizards of the Coast 351

3/2

Odric, Lunarch Marshal

3{W}

Legendary Creature — Human Soldier

At the beginning of each combat, creatures you control gain first strike until end of turn if a creature you control has first strike. The same is true for flying, deathtouch, double strike, haste, hexproof, indestructible, lifelink, menace, reach, skulk, trample, and vigilance.

3/3

031/297 R
SOI • EN Chase Stone
™ & © 2016 Wizards of the Coast

Yavimaya, Cradle of Growth

Legendary Land

Each land is a Forest in addition to its other land types.

"Multani's heart is a seed, and all of Yavimaya is its flower. There is as much life here as in the rest of Dominaria together."
—Karn

Illus. Sarah Finnigan
™ & © 2021 Wizards of the Coast 441

Myrel, Shield of Argive

3{W}

Legendary Creature — Human Soldier

During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments.

Whenever Myrel, Shield of Argive attacks, create X 1/1 colorless Soldier artifact creature tokens, where X is the number of Soldiers you control.

3/4

018/287 M
BRO • EN Ryan Pancoast
™ & © 2022 Wizards of the Coast

Ranger of Eos

3{W}

Creature — Human Soldier

When Ranger of Eos comes into play, you may search your library for up to two creature cards with converted mana cost 1 or less, reveal them, and put them into your hand. If you do, shuffle your library.

At his side, humble beasts become weapons more deadly than sharpened steel.

3/2

Volkan Baga
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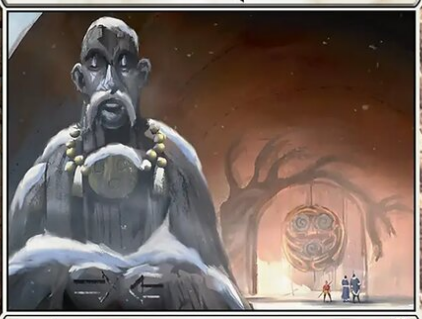
Abandoned Air Temple



Land

This land enters tapped unless you control a basic land.

{T}: Add {W}.

3{W}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA • EN Dom Lay
©2025 Viacom.
™ & © 2025 Wizards of the Coast

Avenger en-Dal

1

Creature — Spellshaper

2, , Discard a card from your hand: Remove target attacking creature from the game. Its controller gains life equal to its toughness.

Illus. Ron Spencer
©1993–2000 Wizards of the Coast, Inc. 2/143

1/1

Champions of Minas Tirith

5

Creature — Human Soldier

When Champions of Minas Tirith enters the battlefield, you become the monarch.

At the beginning of combat on each opponent's turn, if you're the monarch, that opponent may pay X, where X is the number of cards in their hand. If they don't, they can't attack you this combat.

"The Realm of Sauron is ended forever!"

4/6

R 0010
LTC • EN Tatiana Kirgetova

© MEE
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Mother of Runes

Summon Cleric

: Target creature you control gains protection from a color of your choice until end of turn.

"My family protects all families."

Illus. Scott M. Fischer
©1993–1999 Wizards of the Coast, Inc. 14/143

1/1

Baird, Steward of Argive

2

Legendary Creature — Human Soldier

Vigilance

Creatures can't attack you or planeswalkers you control unless their controller pays 1 for each of those creatures.

"The walls of Argive were built by a peaceful dynastic union that has guarded us against war for fifteen centuries. The lesson is clear."

2/4

U 0015
CMM • EN Christine Choi

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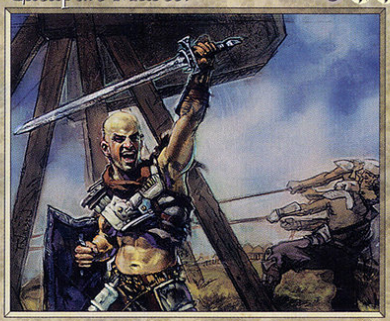
Catapult Master

3



Creature — Soldier Lord

Tap five untapped Soldiers you control: Remove target creature from the game.

"There's no 'I' in 'team,' but there's a 'we' in 'weapon.'"

Illus. Terese Nielsen
™ & © 1993–2002 Wizards of the Coast, Inc. 10/350

3/3

Recruiter of the Guard

2

Creature — Human Soldier

When Recruiter of the Guard enters the battlefield, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.

"The kingdom is in peril! Who among you is brave enough to defend it?"

Illus. Eric Wilkerson
™ & © 2024 Wizards of the Coast 395

1/1

Dauntless Escort

1

Creature — Rhino Soldier

Sacrifice Dauntless Escort: Creatures you control are indestructible this turn.

Elspeth's squires do not seek advancement. For them, no knightly glory could surpass the glory of serving their champion.

3/3

Volkan Baga
™ & © 1993–2009 Wizards of the Coast LLC 67/145

Swords to Plowshares

Instant

Exile target creature. Its controller gains life equal to its power.

"The arc of my blade has carved a path of light for the peace that will follow."

Illus. Jesper Ejsing
™ & © 2023 Wizards of the Coast 275

Pearl Medallion

2

Artifact

Your white spells cost 1 less to play.

Illus. Sue Ellen Brown
© 1997 Wizards of the Coast, Inc.

Cenn's Tactician

Creature — Kithkin Soldier

✳, ⟳: Put a +1/+1 counter on target Soldier creature.

Each creature you control with a +1/+1 counter on it can block an additional creature.

The choke point was the plan, but devoted camaraderie was always her strategy.

1/1

Zoltan Boros & Gabor Szikszai

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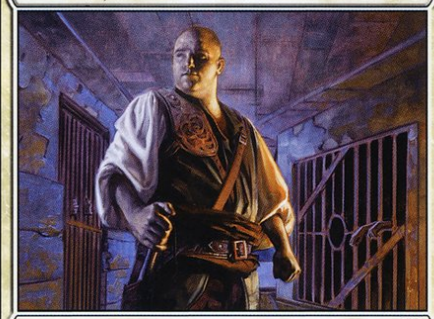
Palace Jailer



Creature — Human Soldier

When Palace Jailer enters the battlefield, you become the monarch.

When Palace Jailer enters the battlefield, exile target creature an opponent controls until an opponent becomes the monarch. *(That creature returns under its owner's control.)*

2/2

018/221 U
CN2 • EN ▶ David Palumbo

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Siege Veteran

Creature — Human Soldier

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

Whenever another nontoken Soldier you control dies, create a 1/1 colorless Soldier artifact creature token.

"Steady, recruit. We fight in the light of justice. We cast no shadow."

2/2

025/287 R
BRO • EN ▶ Darren Tan

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Thalia, Guardian of Thraben

Legendary Creature — Human Soldier

First strike

Noncreature spells cost {1} more to cast.

"Thraben is our home and I will not see it fall to this unhallowed horde."

2/1

Jana Schirmer & Johannes Voss

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Thalia's Lieutenant

Creature — Human Soldier

When Thalia's Lieutenant enters the battlefield, put a +1/+1 counter on each other Human you control.

Whenever another Human enters the battlefield under your control, put a +1/+1 counter on Thalia's Lieutenant.

1/1

043/297 R
SOI • EN ▶ Johannes Voss

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Savannah

Land

Counts as both plains and forest and is affected by spells that affect either. Tap to add either ✹ or ♠ to your mana pool.

Illus. © Rob Alexander

The Ring

Your Ring-bearer is legendary and can't be blocked by creatures with greater power.

Whenever your Ring-bearer attacks, draw a card, then discard a card.

Whenever your Ring-bearer becomes blocked by a creature, that creature's controller sacrifices it at end of combat.

Whenever your Ring-bearer deals combat damage to a player, each opponent loses 3 life.

H 0013
LTR • EN ▶ Viko Menezes

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The Ring Tempts You

As the Ring tempts you, you get an emblem named The Ring if you don't have one. Then your emblem gains its next ability and you choose a creature you control to become or remain your Ring-bearer.

- The Ring can tempt you even if you don't control a creature.
- The Ring gains its abilities in order from top to bottom. Once it gains an ability, it has that ability for the rest of the game.
- Each time the Ring tempts you, you must choose a creature if you control one.
- Each player can have only one emblem named The Ring and only one Ring-bearer at a time.

H 0013
LTR • EN

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Boromir, Warden of the Tower

Legendary Creature — Human Soldier

Vigilance

Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.

Sacrifice Boromir, Warden of the Tower: Creatures you control gain indestructible until end of turn. The Ring tempts you.

"Farewell, Aragorn! Go to Minas Tirith and save my people!"

3/3

R 0004
LTR • EN ▶ Yigit Koroglu

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Brutal Cathar

2

Creature — Human Soldier Werewolf

When this creature enters the battlefield or transforms into Brutal Cathar, exile target creature an opponent controls until this creature leaves the battlefield.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

2/2

007/277 R
MID • EN ✒ Karl Kopinski

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Moonrage Brute

Creature — Werewolf

First strike

Ward—Pay 3 life.

Nightbound *(If a player casts at least two spells during their own turn, it becomes day next turn.)*

3/3

007/277 R
MID • EN ✒ Karl Kopinski

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Cosmogrand Zenith

2

Creature — Human Soldier

Whenever you cast your second spell each turn, choose one —

- Create two 1/1 white Human Soldier creature tokens.
- Put a +1/+1 counter on each creature you control.

Cosmogrands of the Celestial Palatinate always seek to expand their grip on the Edge.

2/4

M 0009
EOE • EN ✒ Anna Steinbauer

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Earth Kingdom Jailer

2

Creature — Human Soldier Ally

When this creature enters, exile up to one target artifact, creature, or enchantment an opponent controls with mana value 3 or greater until this creature leaves the battlefield.

"Go ahead and run. My ostrich-horse loves a good chase."

3/3

U 0016
TLA • EN ✒ danciao

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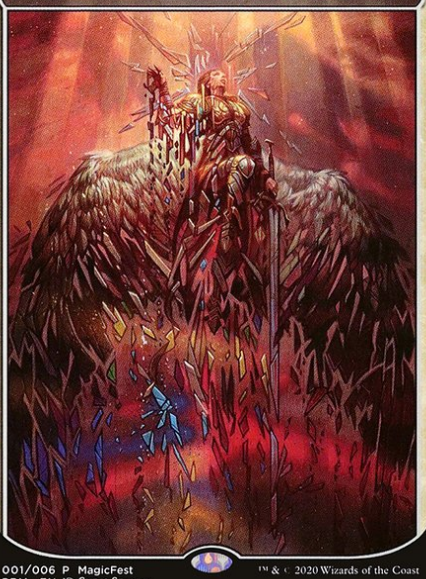
Path to Exile



001/006 P MagicFest
PRM • EN ✒ Chris Seaman

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Guardian of New Benalia

1

Creature — Human Soldier

Enlist *(As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.)*

Whenever Guardian of New Benalia enlists a creature, scry 2.

Discard a card: Guardian of New Benalia gains indestructible until end of turn. Tap it.

2/2

019/281 R
DMU • EN ✒ Ernanda Souza

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Hanweir Militia Captain

1

Creature — Human Soldier

At the beginning of your upkeep, if you control four or more creatures, transform Hanweir Militia Captain.

Her reputation inspires both loyalty and adoration.

/

2/2

021/297 R
SOI • EN ✒ David Palumbo

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Westvale Cult Leader

Creature — Human Cleric

Westvale Cult Leader's power and toughness are each equal to the number of creatures you control.

At the beginning of your end step, put a 1/1 white and black Human Cleric creature token onto the battlefield.

/

021/297 R
SOI • EN ✒ David Palumbo

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Keen-Eared Sentry

1

Creature — Human Soldier

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

Each opponent can't venture into the dungeon more than once each turn.

"You're not the first to underestimate me."

2/1

022/281 U
AFR • EN ✒ Viko Menezes

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Ballyrush Banneret

Creature — Kithkin Soldier

Kithkin spells and Soldier spells you play cost {1} less to play.

Only wool from the side of the springjack turned most often to the sun can be woven into kithkin battle standards. Jackherds record every movement of their woolly-jacks until shearing.

2/1

Ralph Horsley

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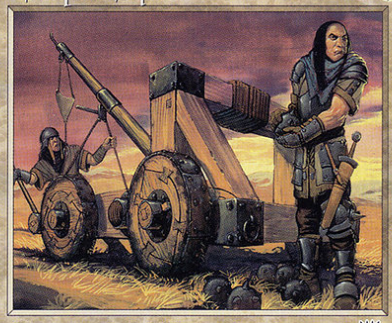
Catapult Squad

1



Creature — Soldier

Tap two untapped Soldiers you control: Catapult Squad deals 2 damage to target attacking or blocking creature.

Together they could hit anything between the heavens and the horizon.

Illus. Brian Snoddy

™ & © 1993–2002 Wizards of the Coast, Inc. 11/350

2/1

Arid Mesa

Land

{T}, Pay 1 life, Sacrifice Arid Mesa: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

Illus. Raymond Swanland

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Canopy Vista

Canopy Vista enters the battlefield tapped unless you control two or more basic lands.

Land — Forest Plains

005/045 M
EXP ★ EN ✒ Titus Lunter

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Flooded Strand

Land

{T}, Pay 1 life, Sacrifice Flooded Strand: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

Once a prosperous Vantress town, now swept clean and reclaimed by the waters of the wilds.

Illus. Alexander Forssberg

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Fortified Village

Land

As Fortified Village enters the battlefield, you may reveal a Forest or Plains card from your hand. If you don't, Fortified Village enters the battlefield tapped.

{T}: Add {G} or {W} to your mana pool.

274/297 R
SOI • EN ✒ Cliff Childs

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Hushwood Verge

Land

{T}: Add {G}.

{T}: Add {W}. Activate only if you control a Forest or a Plains.

Here, the Hauntwoods churn like a viper's nest, as monstrous creatures prowl hungrily toward the ghostly light.

R 0261
DSK • EN ✒ Kasia 'Kafis' Zielińska

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Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

Jason Chan

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Temple Garden

Land — Forest Plains

As Temple Garden enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

Illus. Rob Alexander

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Windswept Heath

Land

{T}, Pay 1 life, Sacrifice Windswept Heath: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

An underground paradise, bright and thriving beneath the surface of Ixalan.

Illus. Alexander Forssberg
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Knight of the Reliquary {1}{G}{W}

Creature — Human Knight

Knight of the Reliquary gets +1/+1 for each land card in your graveyard.

{T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle your library.

Illus. Michael Komarck
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2/2

Karametra, God of Harvests {3}{G}{W}

Legendary Enchantment Creature — God

Indestructible

As long as your devotion to green and white is less than seven, Karametra isn't a creature.

Whenever you cast a creature spell, you may search your library for a Forest or Plains card, put it onto the battlefield tapped, then shuffle your library.

6/7

069 M
SLD ★ EN ✒ Jason A. Engle
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Boseiju, Who Endures

Legendary Land

{T}: Add {G}.

Channel — {1}{G}, Discard Boseiju, Who Endures: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

266/302 R
NEO • EN ✒ Chris Ostrowski
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Turntimber Symbiosis {4}{G}{G}{G}

Sorcery

Look at the top seven cards of your library. You may put a creature card from among them onto the battlefield. If that card has converted mana cost 3 or less, it enters with three additional +1/+1 counters on it. Put the rest on the bottom of your library in a random order.

Land {T}: Add {G}.

215/280 M
ZNR • EN ✒ Randy Vargas
™ & © 2020 Wizards of the Coast

Turntimber, Serpentine Wood

Land

As Turntimber, Serpentine Wood enters the battlefield, you may pay 3 life. If you don't, it enters the battlefield tapped.

{T}: Add {G}.

"The trees here twist around spikes of mana, feeding off the flowing power."
—Jori En, expedition leader

Sorcery {4}{G}{G}{G}

215/280 M
ZNR • EN ✒ Randy Vargas
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Disciple of Freyalise {3}{G}{G}{G}

Creature — Elf Druid

When Disciple of Freyalise enters the battlefield, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.

"Freyalise is gone, but her song lives on."

Land {T}: Add {G}.

3/3

U 0250
MH3 • EN ✒ Valera Lutfullina
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Garden of Freyalise

Land

As Garden of Freyalise enters the battlefield, you may pay 3 life. If you don't, it enters the battlefield tapped.

{T}: Add {G}.

The Juniper Order safeguards secret places that still thrum with traces of Freyalise's life-giving magic.

Elf {3}{G}{G}{G}

U 0250
MH3 • EN ✒ Valera Lutfullina
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Bridgeworks Battle {2}{G}

Sorcery

Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. *(Each deals damage equal to its power to the other.)*

"I thought trolls were supposed to be under *bridges!"*
—Nelvin, Vantress squire

Land {T}: Add {G}.

U 0249
MH3 • EN ✒ Ron Spears
™ & © 2024 Wizards of the Coast

Tanglespan Bridgeworks

Land

As Tanglespan Bridgeworks enters the battlefield, you may pay 3 life. If you don't, it enters the battlefield tapped.

{T}: Add {G}.

The chasm formed during the Phyrexian Invasion quickly filled with new life.

Sorcery 2{G}

U 0249
MH3 • EN ✒ Ron Spears
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Angel Warrior

Token Creature — Angel Warrior

Flying

4/4

001/012 T
ZNR • EN ✒ Zoltan Boros
™ & © 2020 Wizards of the Coast

Emeria's Call 4{W}{W}{W}

Sorcery

Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn.

"Iona no longer guards this place. We do."
—Kasla, Emeria shepherd

Land {T}: Add {W}

012/280 M
ZNR • EN ✒ Matt Stewart
™ & © 2020 Wizards of the Coast

Emeria, Shattered Skyclave

Land

As Emeria, Shattered Skyclave enters the battlefield, you may pay 3 life. If you don't, it enters the battlefield tapped.

{T}: Add {W}.

"You called it the castle of a god. It is less than that, and so much more."
—Kasla, Emeria shepherd

Sorcery 4{W}{W}{W}

012/280 M
ZNR • EN ✒ Matt Stewart
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Razorgrass Ambush 1{W}

Instant

Razorgrass Ambush deals 3 damage to target attacking or blocking creature.

When disturbed, razorgrass skewers unwary intruders in violent, jingling bursts.

Land {T}: Add {W}

U 0238
MH3 • EN ✒ Cristi Balanescu
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Razorgrass Field

Land

As Razorgrass Field enters the battlefield, you may pay 3 life. If you don't, it enters the battlefield tapped.

{T}: Add {W}.

Leonin hide their dwellings within the Razor Fields, making approach deadly without knowledge of their secret paths.

Instant 1{W}

U 0238
MH3 • EN ✒ Cristi Balanescu
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Witch Enchanter 3{W}

Creature — Human Warlock

When Witch Enchanter enters the battlefield, destroy target artifact or enchantment an opponent controls.

Shilgengar's famine once starved Stensia into embracing vampirism. The Dawnhart Coven would not let the same happen to Kessig.

Land {T}: Add {W}

2/2

U 0239
MH3 • EN ✒ Tyler Walpole
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Witch-Blessed Meadow

Land

As Witch-Blessed Meadow enters the battlefield, you may pay 3 life. If you don't, it enters the battlefield tapped.

{T}: Add {W}.

"Ghrin-Danu will not let her people go hungry."
—Katilda, Dawnhart Prime

Human 3{W}

U 0239
MH3 • EN ✒ Tyler Walpole
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Wasteland

Land

{T}: Add one colorless mana to your mana pool.

{T}, Sacrifice Wasteland: Destroy target nonbasic land.

"The land promises nothing and keeps its promise."
—Oracle en-Vec

Illus. Una Fricker
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Strip Mine

Land

Tap to add 1 colorless mana to your mana pool *or* place Strip Mine in your graveyard and destroy one land of your choice.
Unlike previous conflicts, the war between Urza and Mishra made Dominia itself a casualty of war.

Illus. © Daniel Gelon

Dust Bowl

Land

: Add one colorless mana to your mana pool.
3, , Sacrifice a land: Destroy target nonbasic land.

Illus. Ben Thompson
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Ghost Quarter

Land

: Add .
, Sacrifice Ghost Quarter: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

Upon scattering her grandmother's ashes, the Envoy was bathed in a warm spectral glow.

468 R
SLD • EN Sidharth Chaturvedi
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Mox Amber 0

Legendary Artifact

: Add one mana of any color among legendary creatures and planeswalkers you control.

A moment in time made tangible, it has the power to realize epic visions.

Illus. Steven Belledin
™ & © 2022 Wizards of the Coast 35

Sol Ring 1

Artifact

: Add .

Illus. Dan Frazier
™ & © 2022 Wizards of the Coast 1074

Yasharn, Implacable Earth

Legendary Creature — Elemental Boar

When Yasharn enters the battlefield, search your library for a basic Forest card and a basic Plains card, reveal those cards, put them into your hand, then shuffle your library.
Players can't pay life or sacrifice nonland permanents to cast spells or activate abilities.

In its hoofprints, barren dust becomes fertile ground.

4/4

240/280 R
ZNR • EN G-host Lee
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